Year Group: 4 Curriculum Planning Advent 1:1 2025/26 Class Teacher: Miss Callaghan and Miss Greenwood Teaching Assistant: Miss Dyer

Word of the Week: Encounter, Belonging, Learning,

Inclusion, Rosary, Diversity.

PSHE: Me and My Relationships

- Human machines
- Ok or not ok?
- Ok or not ok? (2)

People - Learning about the different people in Jesus' family Tree. What impact these people had and how this compares with our daily lives.

CENTRAL THEME

What was life like in

Ancient Greece?

### **DIFFERENTIATION:**

Teacher and TA support differentiation through task, intervention or outcome. Individual Provision Maps for pupils with SEN Support resources (word banks/writing frames/ICT, visual timetable/prompts etc where appropriate).

# HUMANITIES - History/Geography:

Geography - Greece

- To name and locate Green on a map of Europe.
- To use geographical language to talk about the main features in Greece.

### History- Ancient Greece

- To place Ancient Greece key events on a timeline.
- To know Ancient Greece consisted of City States.
- To use sources to find out about Ancient Greece
- To find out the achievements of Alexander the Great.

# COMPUTING:

# E-Safety

- To describe how to search for Information within a wide range of technologies and make a judgement about accuracy.
- To describe some of the methods used to encourage people to buy things online.

# **ENGLISH:**

Reading, writing, speaking & listening.

Novel: Who let the GODS out

Weekly Reading Comprehensions- Non Fiction & Fiction

Character Description Myths and Legends

Rainbow Grammar:

Similes and Metaphors, expanded noun phrases, dialogue.

# MFL: French

- numbers 1-20
- a range of games and speaking activities to consolidate this
- Introduce numbers 21-31 and months of the year. Pupils listen to various people saying when their birthday is and work out the English equivalent

- -Pupils will be introduced to basic greetings and
- -Reintroduce a range of greeting phrases and play

# CREATIVE ARTS:

Music - Mixed woodwind instruments-Learning how to explore how a sound can be made on the recorder ocarina and the fife.

Art- Painting and Mixed Media Clara Peters

PE- Games- Cricket. Learning the rules on how to play team games. Yoga - Control breathing and increase flexibility.

# SCIENCE: Sound

- To identify different environmental sounds and how sounds are made, exploring the concept of 'vibration' and that vibrations travel through mediums.
- To know how our ears hear and that the sound vibrations cause parts of our body inside our ears to vibrate, allowing us to hear (sense) the sound.
- The loudness (volume) of the sound depends on the strength (size) of vibrations which decreases as they travel through the medium.
- Pitch is the highness or lowness of a sound and is affected by features of objects producing the sounds.
- To know that a sound insulator is a material which blocks sound effectively.

# MATHS:

Developing fluency, reasoning and problem solving. Place value, Addition and Subtract & Problem solving consolidation.

Daily Reasoning Problems

Testbase Mental Maths Weekly and Timestable test weekly.